

Star Race™ Play Instructions

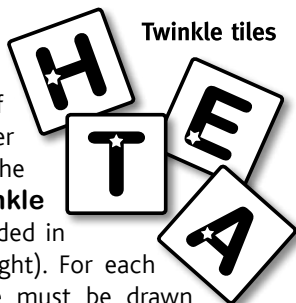
Charging the Glow-in-the-Dark Tiles

Charge the tiles to make them glow in the dark. Use the inside of the box lids as charger trays. Place them under strong light and leave them to charge for at least 15 minutes. Do not overlap the tiles.

Setting Up the Game is Quick and Simple

Each player draws a number of starting tiles from the charger tray for playing according to the table below. Place aside any **Twinkle** tile that has a small star embedded in the letter (see picture on the right). For each **Twinkle** tile, an additional tile must be drawn from the bag and added to the player's playing pile, e.g. if a player has 3 **Twinkle** tiles, 3 additional tiles must be drawn and added to the player's pile. If any of the added tiles happens to be a **Twinkle** tile again, keep adding one more tile for each **Twinkle** tile drawn. Adding more tiles does not mean the player will finish later, it can be a bonus, so take on the challenge!

Players do not need to draw additional tiles for **Solid Star** tiles, **Hollow Star** tiles or **Shooting Star** tiles. These are the **Fun Astronomical** tiles! (See reverse page to find out how they work). Reach for the Stars, they are your encouraging friends, and use them wisely.



Number of Players	Starting Tiles
1	25
2-3	18
4-6	15

Note: Remember to add an additional tile with every Twinkle tile drawn.

Star Race™ can also be played in teams consisting of 2 players per team instead of individual players. It would be encouraging for younger children to team up with an adult.

The Basic Game

Once you have set up your starting tiles, start forming your word puzzle! Each word has to be valid and spells from left to right or from the top down. Each player plays independently from one another and the player who completes his word puzzle first is the winner!

During the game, if any player finds it difficult to use any starting tiles to complete the word puzzles, the player can exchange 1 undesirable tile for 2 fresh tiles. There is no limit to the number of times the players can exchange their tiles. Do remember that the winner is the first player to complete a puzzle with all the tiles, so time is the essence!

The Variation Game - Star Race™ Marathon Game (Suggested playtime: 20 mins)

Set up is the same as for the basic game. You may exchange 1 undesirable tile for 2 fresh tiles during the game to help you complete your word puzzle. When everyone has drawn their tiles, start your timer and start forming your puzzles.

The objective of the **Star Race™ Marathon Game** is to complete as many puzzles as possible using your existing playing pile within the playtime you have set. However, add an additional tile before starting on your next round of puzzle. For example, if you have completed your **FIRST** puzzle with 15 tiles, draw a tile to add to your pile to make it 16 tiles before forming your **SECOND** puzzle. After you have completed the **SECOND** puzzle, add another tile to make it 17 tiles and start your **THIRD** puzzle and so on. If you draw a **Twinkle** tile, you will need to add one more tile to your pile before starting your next puzzle. Keep track of the number of puzzles each player have completed. The player that completes the most puzzles within the playtime wins.

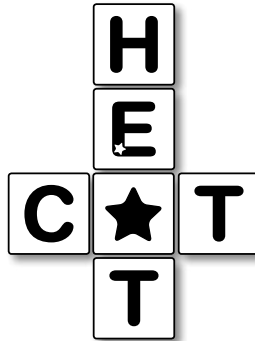
Fun Astronomical Tiles - how they work...



Solid Star Tile

A **Solid Star tile** is a **FIXED** wildcard used to represent any letter in the alphabet. A **FIXED** wildcard remains as the same letter in the second word formation as the first word formation.

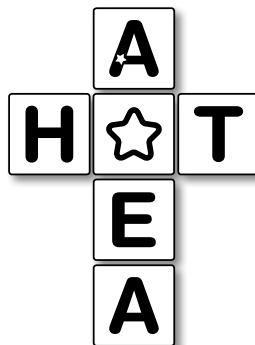
e.g. The **Solid Star** is used as the letter **A** consistently to form the words **HEAT** and **CAT**



Hollow Star Tile

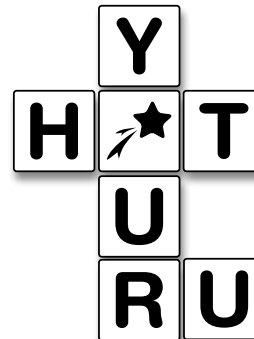
A **Hollow Star tile** is a **VARIABLE** wildcard. i.e. the letter used in the first word formation can be changed and used as a different letter in the second word formation.

e.g. The **Hollow Star** is first used as the letter **O** in **HOT** but used as the letter **R** for the second word **AREA**

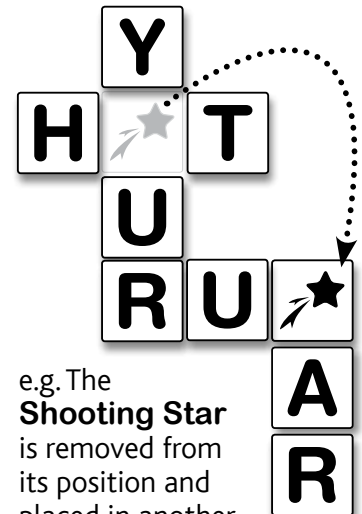


Shooting Star Tile

A **Shooting Star tile** is a **VARIABLE** wildcard. The additional special feature is that it can be removed from its original position and be placed in another position to form up 2 more words. i.e. after the Shooting Star tile is used to form the first word puzzle group, it can "shoot" to another position to form the second word or puzzle group leaving an empty space in its initial position. There is only one Shooting Star tile in each game. The Shooting Star tile can only "shoot" once.



e.g. The **Shooting Star** is first used as the letter **O** in **YOUR** and the letter **A** in **HAT** in the first puzzle group



e.g. The **Shooting Star** is removed from its position and placed in another position to be used as the letter **N** in **RUN** and **C** in **CAR** for the second puzzle group

Warning: Choking Hazard. Not suitable for children under the age of 3 years. Contains small parts.

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